TELEROBOXER

KIDS TO ADULTS
K-A
AGES 6+

VIRTUAL BOY

INSTRUCTION BOOKLET

VUE-VTIR-USA

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Thank you for selecting the Teleroboxer™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

⚠ WARNING

This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700.

CHOKE HAZARD • SMALL PARTS
NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your stored information.

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Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

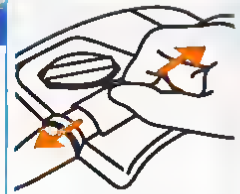
IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).
While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration.

The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

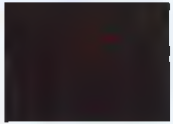
Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L✣Control Pad, then press the START button to begin the game.



After the completion of each round of "Teleroboxer" the game will Auto Pause. (One round = one minute.) When the Break Screen appears, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.

When the Automatic Pause function is On, the strength meters for the player and enemy will automatically recover between rounds.

THE TELEROBOXER TOURNAMENT!

It is the 22nd century, a time when a technology called telerobotics is commonly used. This area of study was developed to enable a robot to mirror the body movements of the human in control of it.

The use of Telerobotics enabled robots to work under conditions unbearable to humans. As the technology matured, increasingly specialized robots were created.

To increase people's interest in telerobotics, the pre-eminent scientist in the field, Dr Edward Maki Jr., developed teleroboxing -- a boxing match between robots that are remotely controlled by human players. The players called themselves teleroboxers.

BE THE TELEROBOXER CHAMPION!

Teleroboxing enjoyed world-wide popularity immediately. Teleroboxers entered their robots in matches all over the globe, and each claimed to be the best.

Finally, a Teleroboxing Tournament was organized to determine the true world champion among the best teleroboxers. You will compete as one of the teleroboxers in this world championship and fight your way to the top.

CONTROLLER FUNCTIONS

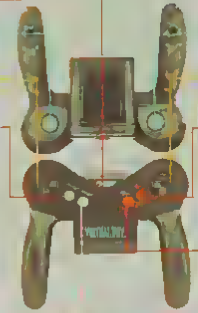
Power Switch Start Virtual Boy

L Button

L Control Pad

SELECT

After pausing a game by pressing START, press SELECT to switch to the adjustment screen and adjust for eye separation and focus



R Button

R Control Pad

A Button

Selects items

B Button

Cancels the selected item

START

START	■ Start the game ■ Pause the game ■ Push again to restart
L Button	■ Deliver a left punch (See the List of Moves)
R Button	■ Deliver a right punch (See the List of Moves)
L Control Pad	■ Use to block a punch ■ Press a combination of the L Control Pad and L & R Buttons to deliver a variety of punches (See the List of Moves) ■ Selects items
R Control Pad	■ Use to block a punch ■ Press a combination of the R Control Pad and L & R Buttons to deliver a variety of punches (See the List of Moves)

LIST OF BLOCKING MOVES

L Button = L L Control Pad =
R Button = R R Control Pad =
Either L or R Control Pad =

Left Guard	L	Block opponent's hooks and punches to the face. Press the L and R Control Pad at the same time to guard both sides
Right Guard	R	
Guard Body	L or R	Block opponent's body blows and uppercuts.
Dodge Left	L	Dodge your body to the left or right to avoid the opponent's punches. Can also be used to dodge uppercuts.
Dodge Right	R	
Duck		Duck down to avoid the opponent's punches. Can also be used to dodge hooks

LIST OF PUNCHES

Left Jab	L	The jab is a quick punch at the opponent's head. It is not very effective, but easy to score hits with
Right Jab	R	
Left Body Blow	+ L	A body blow aims for the opponent's upper body. It is best used in combination with jabs
Right Body Blow	+ R	
Left Hook	+ L	A hook is a hard punch delivered from the side. Counter with a hook at the same time you dodge away from a punch.
Right Hook	+ R	
Left Uppercut	+ L	An uppercut is a hard punch that starts low and swings high. Throw an uppercut at the same time you duck to avoid a punch
Right Uppercut	+ R	

HOW TO PLAY THE GAME

GAME START

Press START when the Title screen is displayed to open the File Select screen.
Select a file from 1~3 on the File Select screen and enter with the A Button to start the game. When NO DATA is selected, the game will start at the beginning of the tournament. When a saved file is selected, the game will start at the last stage saved.

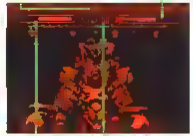
File Select screen

On the Opponent Profile screen which appears after the Opponents Screen press the A Button to start the tournament.

POW = Punch Strength
ARM = Armor Strength
AGI = Agility

THE GAME SCREEN

Round number
Opponent s strength meter



Player's strength meter
Time (time left in the round)

BASIC GAME RULES

- Your goal is to fight all the enemy Teleroboxers that challenge you, remaining undefeated
- The count on the strength meter is reduced every time a punch connects. When the strength meter is zero, it's a knock-out.
- One round is one minute. If neither player is knocked out within five rounds, the player with the higher strength meter is the winner

The player who defeats all opponents in the tournament is the winner. The champion then fights random opponents. The result of a Title Defense Match cannot be undone. If you lose a Title Defense Match, "Champion Retired" appears when you select the saved file on the File Select screen. How many times you can defend your title?

RESET

To reset the game, press the START, SELECT, A, B, L and R Buttons at the same time.

LOW BATTERY INDICATOR

When the batteries begin to get low, the indicator shown on the right flashes on the screen. Replace the batteries immediately.

SAVE

Following each match the NEXT GAME? or TRY AGAIN? screen will be displayed. At that time, your progress is automatically saved into the data file selected at the start of the game. Saved data could be lost if the power is suddenly switched OFF at that time.

CLEARING SAVED DATA

Use this to erase data saved in a file. This can be used to erase a file with "CHAMPION-RETIRED" status.

- Select CLEAR on the File Select screen and press the A Button.
- Select the file to be cleared and enter with the A Button.
- Select YES and enter with the A Button.

The data is now cleared.

INTRODUCING HARRY!

This is Harry, the Cutting-edge Teleroboxing Robot you use to fight your opponents. Use his potential 120%!!!

Harry is a highly responsive machine who will only fight as well as you control him. Pour it on with his Machine Gun Attack.

Weight 4300 kg
Height 3.85 m
Armor ~10 mm

Selecting Machine-Gun Attack commands:

(L)=L Button (R)=R Button

Machine-Gun Punch	Press and hold ⇧ on both the L and R ✣ Control Pads When your fists begin to flash, press (L) and (R) simultaneously
Machine-Gun Body Blow	Press and hold ⇨ the L ✣ Control Pad and ⇦ on the R ✣ Control Pad. When your fists begin to flash,press (L) and (R) simultaneously
Machine-Gun Hook	Press and hold ⇦ the L ✣ Control Pad or ⇨ on the R ✣ Control Pad. When your fists begin to flash,press (L) and (R) simultaneously
Machine-Gun Upper Cut	Press and hold ⇩ the L ✣ Control Pad or ⇩ on the R ✣ Control Pad. When your fists begin to flash,press (L) and (R) simultaneously

YOUR POWER-PACKED OPPONENTS

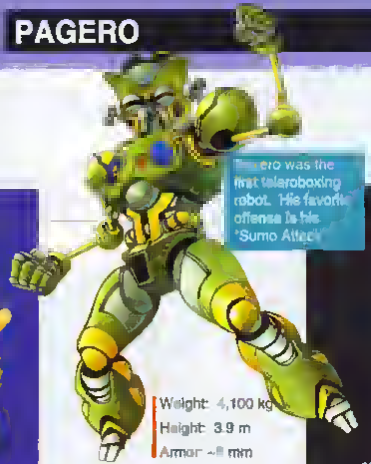
Allow to introduce you to some of your enemies. All of them are powerful and each has a unique personality

Teleroboxer:

JOHNNY BYSEL

Ex-captain of the "Cookies" baseball team. Because of his love of violence, he retired from baseball to become a Teleroboxer. He loves punk rock music, but he doesn't like to dress like a punk rocker.

PAGERO

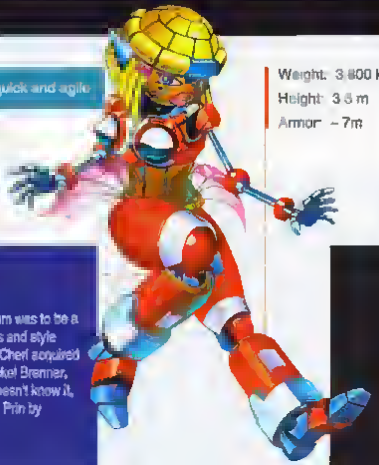


Pagero was the first teleroboxing robot. His favorite offense is his "Sumo Attack"

Weight 4,100 kg
Height 3.9 m
Armor ~8 mm

PRIN

She is quick and agile



Weight: 3,600 kg
Height: 3.5 m
Armor: ~7m

Teleroboxer:

Cheri Freneal

Ever since she was a little girl, Cheri's dream was to be a fashion model. However, her tomboy looks and style were more suited to that of a Teleroboxer. Cheri acquired her machine 'Prin' from her friend, Dr. Hackel Brenner, an engineering professor. Although she doesn't know it, word on the street is that Brenner obtained Prin by stealing it from someone else.

SPOKONG

Weight: 6,000 kg
Height: 4.2 m
Armor: ~20 mm

His armor is thick and of high quality.

Teleroboxer:

Big Rick

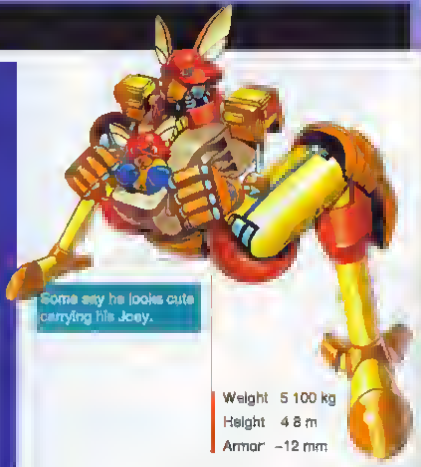
Rick is looking for his twin brother that he has not seen since he was 15 years old. Originally a pro-wrestler, Rick began Teleroboxing to search for his brother who was rumored to also be a Teleroboxer. Other rumors say that his brother simply ran away from home because he hated Rick.

IKANGER

Teleroboxer

Kevin Pasco

The oldest son to grow up at the "Pasco" Ranch. Kevin's father wanted him to become an actor, but decided that he didn't have the talent for it. Kevin decided to please his dad by becoming a Teleroboxer champion instead. Now, his father hopes Kevin's younger brother will become an actor.



Some say he looks cute carrying his Joey.

Weight	5 100 kg
Height	4 8 m
Armor	–12 mm

HOW TO WIN

HOW TO WIN

★ Besides the standard punches, your opponents all have their own special boxing attacks Discover how to dodge these.

★ Counter with an uppercut or hook at the same time you dodge or duck to avoid your opponent's punches. Your opponents guard will be down, leaving him wide open!

★ Memorize Harry's Machine-Gun Attack commands and use them effectively

★ If you are caught by a Hook or Upper Cut when your strength meter is flashing, your knees will become weak for a short time and it will become difficult to guard effectively. To recover faster, repeatedly press ⇧ on both the L and R✠Control Pads. Should your enemy become dizzy, remember to take advantage of the situation.

★ With experience you will become tough enough to succeed! Only a winner can become the champion!

REV A

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REV H

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Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday and 6 a.m. to 7 p.m. Pacific Time on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

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